Abilities and tests

AGILITY	Defend, balance, swim, flee
PRESENCE	Perceive, aim, charm, wield Powers
STRENGTH	Crush, lift, strike, grapple
TOUGHNESS	Resist poison/cold/heat, survive falling

TESTS

Roll d20± ability **equal to or greater than DR** to succeed. Creatures don't add any ability, only roll an unmodified d20 against the DR.

DIFFICULTY RATINGS (DR)

6	incredibly simple
8	routine
10	pretty simple
12	normal
14	difficult
16	really hard
18	should not be possible

Adventuring

REACTION (2D6)

2–3	Kill!
4–6	Angered
7–8	Indifferent
9–10	Almost friendly
11–12	Helpful

REST

Catch breath	heal d4 HP
A night's sleep	heal d6 HP

Infection: No healing when resting. Take d6 damage each day.

MORALE (2D6)

If you roll over the creature's Morale, d6:

1–3	Flees
4–6	Surrenders

ROLL MORALE IF

- The leader is killed
- Half the group is eliminated
- Lone enemy has 1/3 HP left

Powers / scrolls

AMOUNT PER DAY

A PC can use their Powers a total of **Presence + d4** times per day. Roll the total amount every day.

WIELD A POWER

Make a **Presence DR12** test. Failure means the Power doesn't work and the caster takes d2 HP damage, becomes dizzy for an hour and cannot use Powers during that time. For fumbles, see page 44.

Combat

INITIATIVE D6:

1–3	Enemies begin
4–6	Player Characters begin

individual: **Agility + d6**

MELEE	DR12 **STRENGTH**
RANGED	DR12 **PRESENCE**
DEFENCE	DR12 **AGILITY**

CRIT (NATURAL 20)

Attack: ×2 damage, armor/protection reduced one tier.
Defence: PC gains a free attack.

FUMBLE (NATURAL 1)

Attack: Weapon breaks or is lost.
Defence: PC takes double damage, armor is reduced one tier.

ARMOR TIERS

1. light	2. medium*	3. heavy**
–d2	–d4	–d6

*+2 DR Agility tests
**+4 DR Agility tests (Defence +2 DR)

BROKEN (0 HP) D4:

1. Fall unconscious for d4 rounds, awaken with d4 HP.
2. Roll a d6: 1–5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
3. Haemorrhage: death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
4. Dead.